TO: Development Services Department Customers

SUBJECT: INFORMATION BULLETIN 113

Electrical Requirements for Temporary Events

DATE: January 17, 2006

The purpose of this information bulletin is to assist you with your temporary use project which may or may not include the use of tents and to advise you as to what regulations and steps are necessary when lighting and other electrical equipment will be utilized.

The Development Services Department (DSD) requires that tents erected for temporary uses comply with Section 35-395 of the Unified Development Code (UDC) and with **Information Bulletin 112**. The basic requirement is that all electrical wiring and equipment associated with these types of events comply with Articles 525 and 527 of the National Electrical Code (NEC) and be installed by a licensed and bonded contractor with a permit.

DSD does however recognize that some events will have very limited electrical equipment and can be safely done by the use of a generator and extension cords. The following will serve as the guideline that can be used in lieu of the basic requirement when utilizing a generator and extension cords for temporary use and do not require a licensed contractor or permit.

- Maximum time period of temporary event does not exceed 1 week.
- Ground Fault Circuit Interrupter (GFCI) protection will need to be provided for all electrical equipment.
- The electrical equipment to be utilized is intended for plug and cord use.
- A maximum of 2 extension cords can originate from the generator
- The maximum length of any one extension cord shall not exceed 25ft.
- The extension cords must meet the following:
 - o Be grounding type
 - o Be of minimum #12 awg conductors including the equipment ground
 - Be approved for the environment in which they will be utilized. (Outdoor, Indoor)
 - Be safeguarded against physical damage

Should you have any questions on this informational bulletin, please call the Chief Electrical Inspector at 207-8286 or the Development Services Manager at 207-0159.